

Stages of the Self-guided Library Tours project

(scan the images below with the Aurasma app for examples of tour clips)

Stage 1

Until recently, initial library inductions at the Derby campus have mainly been in the form of a physical tour around the Library.

This approach is staff time intensive and often overwhelms students with information. We started to explore different approaches in 2016, and two papers from LILAC 2016 (Radbourne, Paterson & Atkinson, 2016; Moseley & Whitton, 2016) inspired us to develop a more engaging method.

Stage 2

We initially considered a 'speed-dating' approach, with students moving between staffed points in the Library for information, but this idea was found to be too staff-intensive. We then decided on a self-guided tour utilizing mobile devices.

A 'bring your own device' (BYOD) approach was chosen, after considering loanable headsets. The BYOD approach was thought to be most suitable, as it utilized equipment already owned by students.

Stage 3

Aurasma was an app our TEL team had been trialling, so was already supported within the University. We did an initial test run of a generic library tour with a group of Access to HE students.

A competitive element was added to ensure participants listened to the entire recording, collectable 'code words' were added at the end of each clip and recorded on a card. The code words were Harry Potter characters.

So you didn't get your Hogwarts letter...

Engaging muggles in the library experience

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Stage 6

So what is the next stage? We have enjoyed designing and facilitating the pop-culture tours and would like to begin experimenting with video options. We are also looking to extend the approach across our library sites.

Themed versions present opportunities for great flexibility and currency and the prospect of tying in with particular national or university events.

Stage 5

Inspired by the process of creating audio clips for the self-guided tours, we decided to create additional tours with pop-culture themes. These were designed to engage participants with a lighthearted approach and the element of choice.

We created Harry Potter and Star Trek themed tours, using sound effects and clips from the movies. It is hoped that student feedback will validate the approach to varied content and inspire even further experimentation.

Stage 4

The initial response to the audio tours was very positive. The next stage was to expand beyond the generic one-size-fits-all offer, towards subject specific self-guided tours.

Initially we focused on the Law and Hospitality subject areas for the specific tours. We created a digital badge, which completers of the self-guided tour could claim. This enabled us to link with the University's Digital Derby initiative (University of Derby, 2017).

References:

- Moseley, A. & Whitton, N. (2016) 'What can play do for you?', Presentations from Librarians' Information Literacy Annual Conference (LILAC) 2016, Dublin, Ireland, 21st-23rd March. Available at: https://www.slideshare.net/infolit_group/what-can-play-do-for-you-alex-moseley-nicola-whitton-keynote-address.
- Radbourne, C., Paterson, F. & Atkinson, J. (2016) 'Creating an online treasure hunt for your library users', Presentations from Librarians' Information Literacy Annual Conference (LILAC) 2016 presentations, Dublin, Ireland, 21st-23rd March. Available at: http://www.slideshare.net/infolit_group/creating-an-online-treasure-hunt-for-your-library-users-catherine-radbourne-fiona-paterson-james-atkinson.
- University of Derby (2017) Digital Derby: Developing digital literacies in staff and students at the University of Derby. Available at: <https://digitalderby.wp.derby.ac.uk/introduction-to-digital-derby/>.